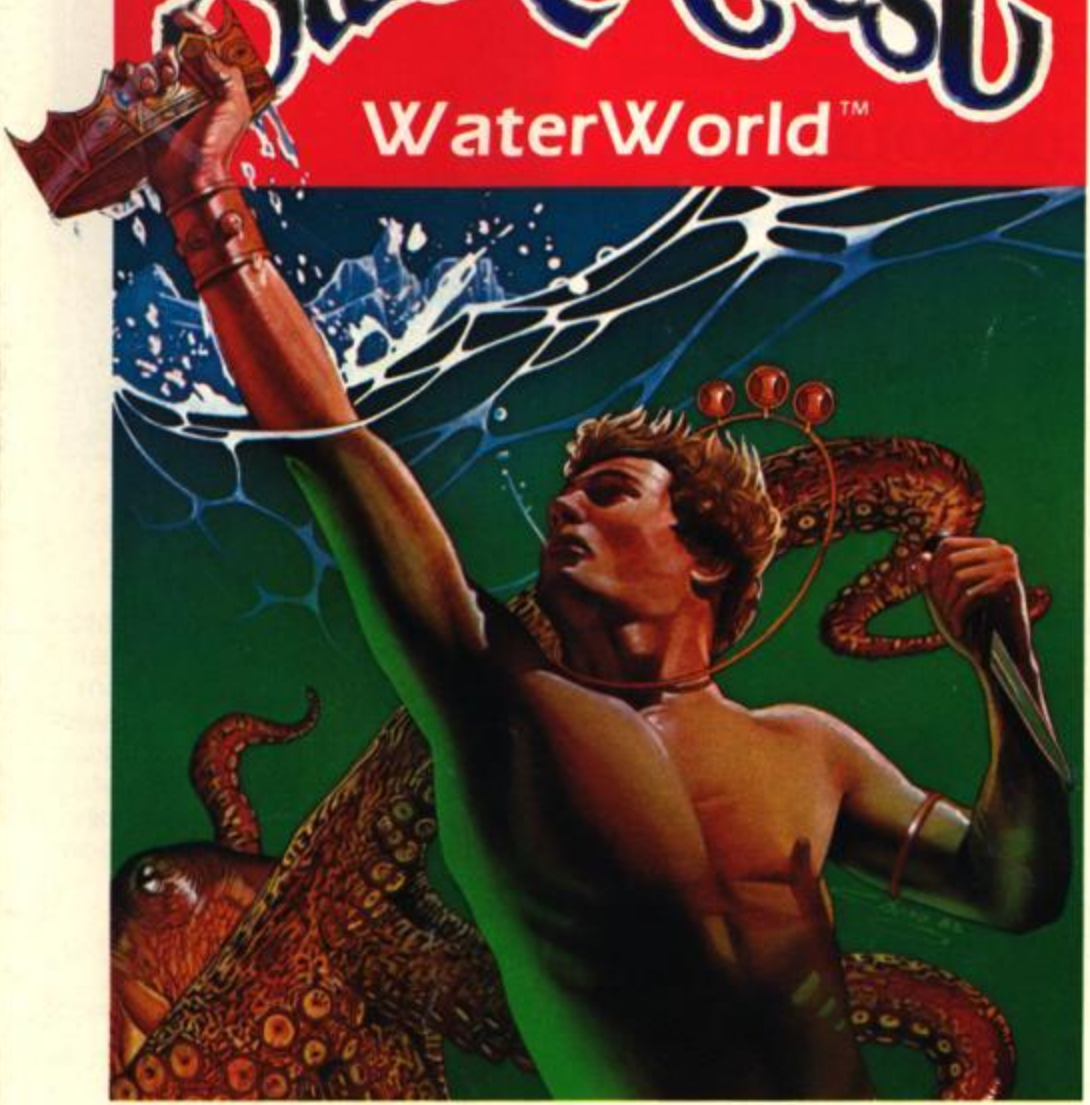
VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS™

ATARI 2600™

WIN THE $25,000 JEWELED CROWN!

Swordquest™

WaterWorld™



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NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

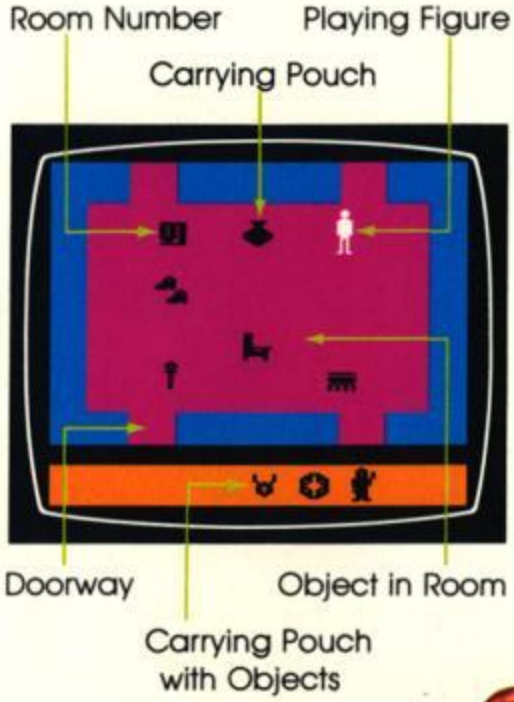
GAME OBJECTIVE

WATERWORLD is the third in a series of four individual contests comprising the ATARI SWORD-QUEST CHALLENGE.

The ultimate objective in the WATERWORLD contest is the jeweled Crown, made at a cost of $25,000. To win that Crown, you will have to pass certain tests of dexterity and cleverness—in both the video game and the accompanying comic book.

Your goal in the WATERWORLD game cartridge is to discover the seven "numerical clues" that will refer you to the appropriate page and frame number of the accompanying comic book. There you must look artfully for "word clues" to send to ATARI on the enclosed SWORDQUEST CHALLENGE entry form.

Not all of the numerical clues are valid. Three are decoys. A careful poetic reading of the comic book is required in order to obtain information that will be helpful in selecting the valid word-clue answers from the false ones.



GAME PLAY

WATERWORLD is primarily a puzzle. There are seven rooms. Scattered throughout these rooms are 16 magical objects which are related to each other and to the seven rooms. Isolating the rooms from each other are three skill-and-action tests which you'll need to master in order to successfully enter a room and manipulate all the objects in that room.

Your task, the SWORDQUEST CHALLENGE, is to travel successfully from room to room; discover the relationships of the objects to each other and to the rooms; and then place a correct combination of objects in the appropriate room to get a numerical clue.

Each room needs a unique set of seven objects to trigger a clue. If you correctly place at least four of the seven objects designated for a specific room, a numerical clue will momentarily be revealed to you at the bottom of the screen. Use this numerical clue to search for a word clue in the accompanying comic book.

You can carry a total of six objects in your carrying pouch. You gain information about the objects and their interrelationships by transferring the objects back and forth from the room to the carrying pouch in each of the seven rooms. Interrelationships between the objects and the rooms will be displayed as "hints" at the bottom of the screen. Writing down these interrelationships and interpreting the resulting information is an essential prerequisite to successful game play in a puzzle like WATERWORLD.

USING THE CONTROLLER

Use your Joystick to travel from room to room and to transfer objects from the room to your pouch and back. To transfer an object, move your playing figure directly over the object and press the red button.

To transfer objects back into the room you must first enter the carrying pouch. To do this, move your playing figure over the carrying pouch symbol at the top of the screen and press the red button. To emerge from the pouch, simply move your Joystick up toward the room.

Pressing the red button while a hint is being displayed at the bottom of the screen will immediately return you to game play. Doing this will eliminate the time it usually takes to cycle through each hint display.

Pressing the red button while you are in the midst of a skill-and-action test is a sign of surrender. You will be transported directly into the desired room, but without the power to see or successfully manipulate all the objects in that room.

In the ice floes skill-and-action test: Push the Joystick up away from you to jump up to the next floe. Pull the Joystick toward you to jump back.

Plug your Joystick Controller into the **LEFT CONTROLLER** jack. Hold the controller with the fire button to your upper left, toward the television screen. See your owner's manual for further details.

CONSOLE CONTROLS

GAME RESET SWITCH: Press **GAME RESET** to start a new game.

TV TYPE SWITCH: Set this switch to **COLOR** if you're playing on a color television. Set it to **B-W** to play the game on a black and white television.

DIFFICULTY/GAME SELECT SWITCHES: These switches are not used in WATERWORLD.

NOTE: Just as you can leave the pieces of a chess game assembled overnight, you can also maintain the current status of WATERWORLD after a hard day's SWORDQUESTING by leaving the **POWER** of your console unit **ON**—even with your television turned **OFF**. To return to the place you left off, press the red button on your controller and resume game play.

SKILL-AND-ACTION TESTS

To simulate the challenging adventures Torr and Tarra must face in the comic book, part of your SWORDQUEST CHALLENGE requires you to pass certain tests of dexterity in order to travel successfully from room to room.

There are three skill-and-action tests facing you:

- the sea of sharks
- the school of octopi
- the slippery ice floes

Figure 2 — Sea of Sharks

Figure 3 — School of Octopi

To enter a room with the power to manipulate all the objects in that room with your Joystick, you must guide your playing figure to the opposite side of the screen from where you start.

A certain amount of time is alloted for you to accomplish each test. If you fail to enter the next room through your own efforts, you will be automatically placed in that same room when time runs out. However, there will be a penalty: Not all of the objects in that room will be visible to you.

Only if you succeeded in getting through a skill-and-action test can you manipulate all the objects

"I know I saw a crown in one room..."

"...and I know a chariot goes in another..."

allocated to that room. If you try to transfer an object in a room that you entered after time ran out, that object may disappear!

When you do complete a skill-and-action test successfully, an image of the Ultimate Sword of Sorcery will appear momentarily before you enter the room. If you are not successful, the word "SWORDQUEST" will appear before you are placed in the room.

Figure 4 — Ice Floes

HELPFUL HINTS

■ In order to receive a numerical clue, all the objects you leave in a room must be part of a set that is designated for that particular room. If you include any object which does not belong, you cannot trigger a numerical clue.

■ For each skill-and-action test, there is a different magical object which will allow you to pass directly into the next room without having to undergo that specific test. There is also one overarching object which will allow you to travel successfully from room to room without having to undergo any of the skill-and-action tests.

■ WATERWORLD demands logical thinking along with trial and error methods. You will need to try several types of combinations before you discover a set which will work.

■ All of the hints are true. Some hints may not appear to be perfectly clear; they are capable of being interpreted in more than one way. Don't get lost. Make notes. Keep a journal.

"...and I remember seeing a crown with a chariot together somewhere, but I can't be exactly sure where."
—*Journal of a Lost SWORDQUEST Challenger*

Amulet		Peasant's Ring	
Chalice		Royal Seal	
Cloak of Invisibility		Scepter	
Crown		Shield	
King's Ring		Shoes of Stealth	
Lamp		Tallisman of Passage	
Medallion		Throne	
Money Purse		Warrior's Sword	

Figure 5 — Inventory of Magical Objects

ATARI SERVICE
FACTORY AUTHORIZED NETWORK

Call toll-free:
(800) 672-1404 (in California)
(800) 538-8543 (Continental U.S.)

Atari welcomes your comments. Please address all correspondence to:

Atari, Inc.
Customer Relations
1312 Crossman Avenue, P.O. Box 61657
Sunnyvale, California 94086

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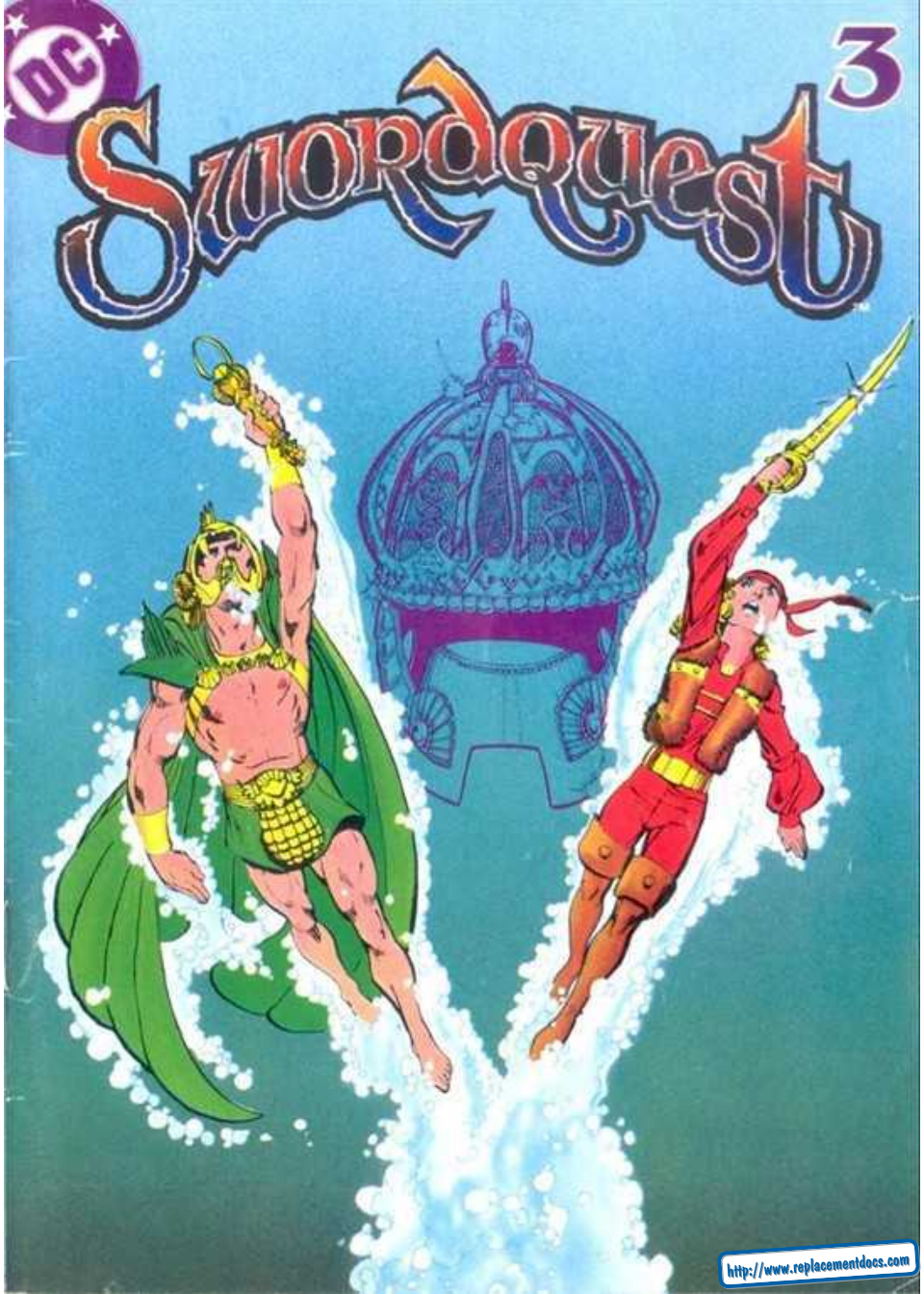

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WATERWORLD™

POWERS OF PRIME

CREATED AND WRITTEN BY:
Roy Thomas & Gerry Conway
VISUAL CONCEPTS AND ART:
George Perez & Dick Giordano
DESIGN:
Neal Pozner
LETTERING:
John Costanza
COLORING:
Adrienne Roy
EDITOR:
Dick Giordano

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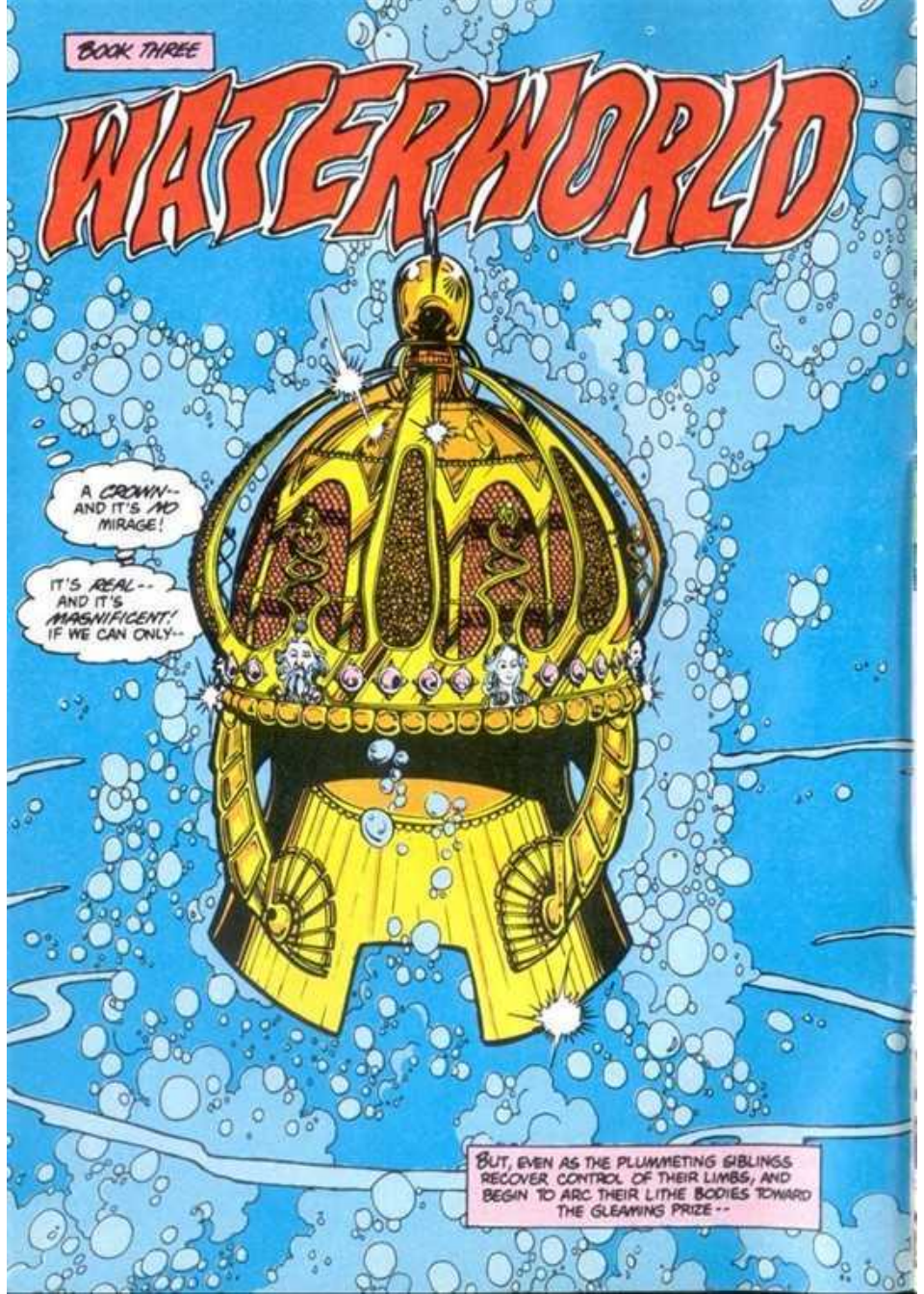
BEHOLD THEM, YE LOVERS OF DERRING-DO...YE PURVEYORS OF HIGH ADVENTURE...
...BEHOLD THESE GOLD-HAIRED TWINS WHO BUT AN INSTANT AGO PLUNGED HEAD-LONG INTO A GLEAMING, MYSTIC CHALICE WHOSE FINDING HAD MADE WARRIORS OF THEM BOTH.
BEHOLD THEM NOW, CARRIED DOWN, DOWN INTO THE UNCHARTED DEPTHS OF A WORLD UNDER WAVE.
I--I CAN'T BELIEVE MY EYES!
IT'S JUST LIKE THE IMAGE WE SAW--IN THE BOTTOM OF THE CHALICE--BEFORE WE DIVED!
THEIR NAMES ARE TOOR AND TARRA, AND THEY HAVE JUST ACCEPTED THE THIRD CHALLENGE OF THEIR--


BOOK THREE
WATERWORLD
A CROWN-- AND IT'S NO MIRAGE!
IT'S REAL-- AND IT'S MAGNIFICENT! IF WE CAN ONLY--
BUT, EVEN AS THE PLUMMETING SIBLINGS RECOVER CONTROL OF THEIR LIMBS, AND BEGIN TO ARC THEIR LITHE BODIES TOWARD THE GLEAMING PRIZE--

--IT SHIMMERS BEYOND THEIR REACH WITH A FRUSTRATING--
WE SHOULD'VE KNOWN! WHATEVER THAT THING WAS-- I GUESS IT ISN'T FOR THE LIKES OF A COUPLE OF THIEVES-TURNED-WARRIORS!
POPP!
EACH OF THE OTHER TWO WORLDS WE'VE ENCOUNTERED HAD A SPECIAL TALISMAN, WHICH WOULD HELP US IF WE GRASPED IT.
THE CROWN MUST BE WATERWORLD'S!
EARTHWORLD AND FIREWORLD-- ALSO AVAILABLE ON ATARI CARTRIDGES.

MY LLAMAS-- THEY'RE ABOUT TO BURST! HUH?
NOW WHAT'S TARRA GESTURING AT? IT BETTER BE--
OH, NO!

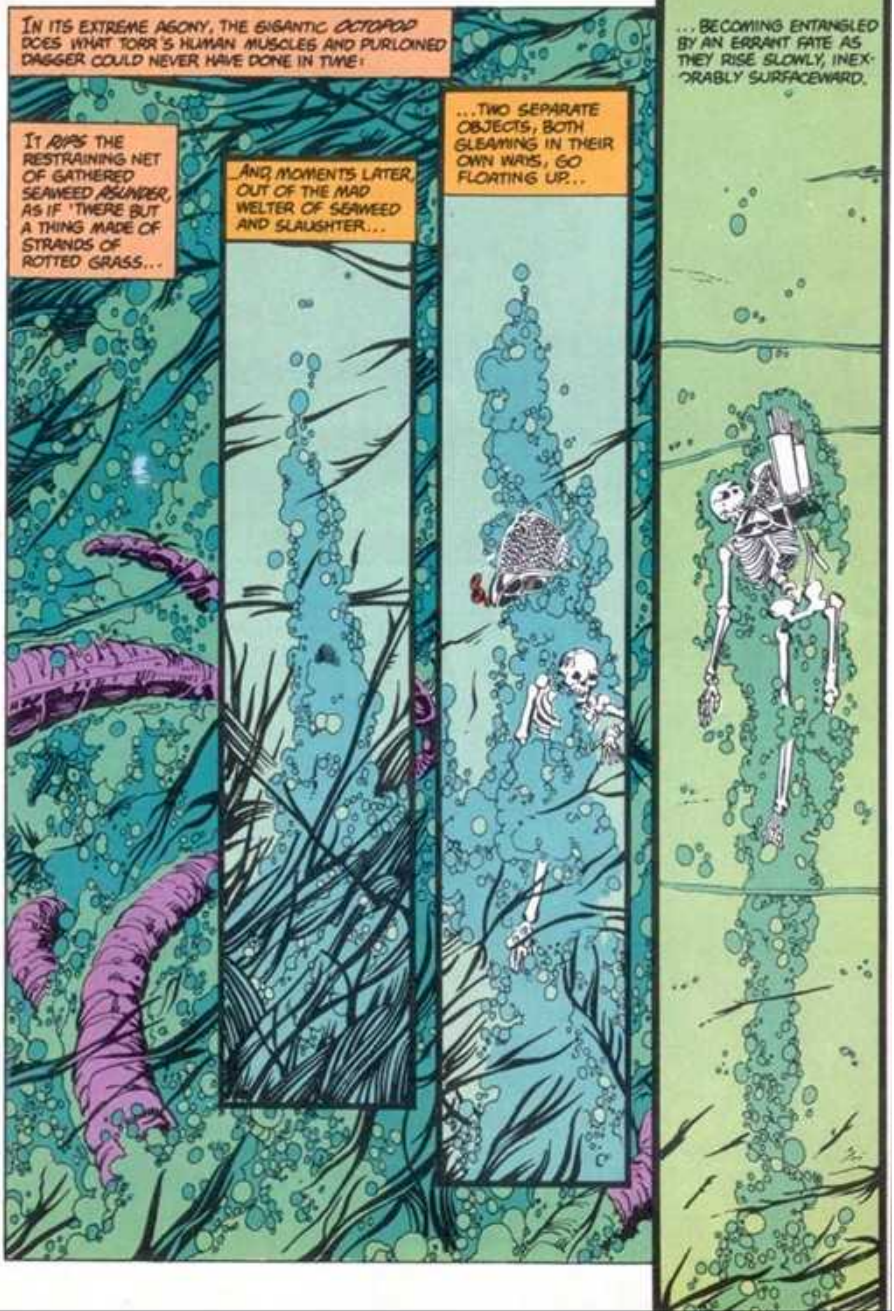
AS IF
WE DIDN'T HAVE
ENOUGH TROUBLE ALREADY...

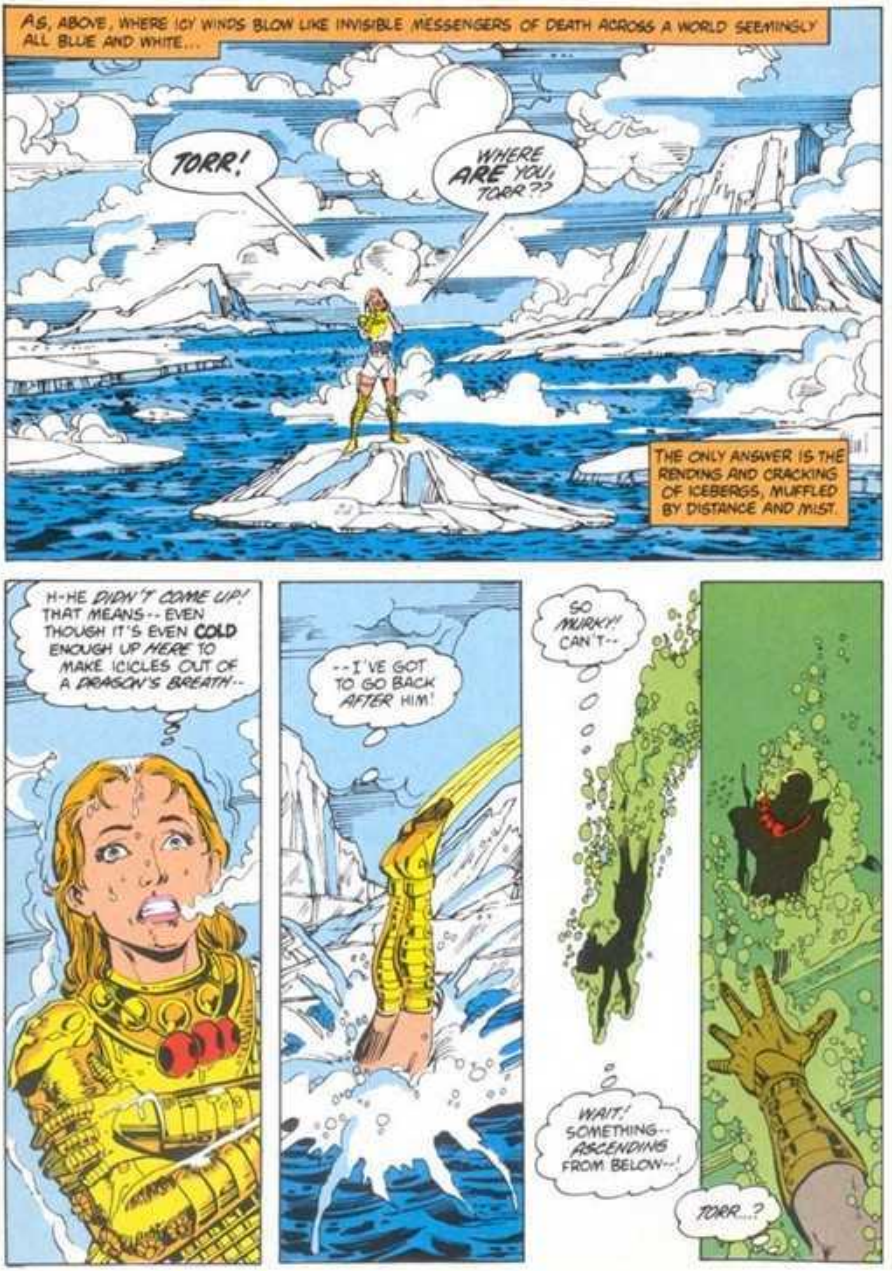
...WE'RE CAUGHT IN SOME KIND OF WHIRLPOOL SPOUT!

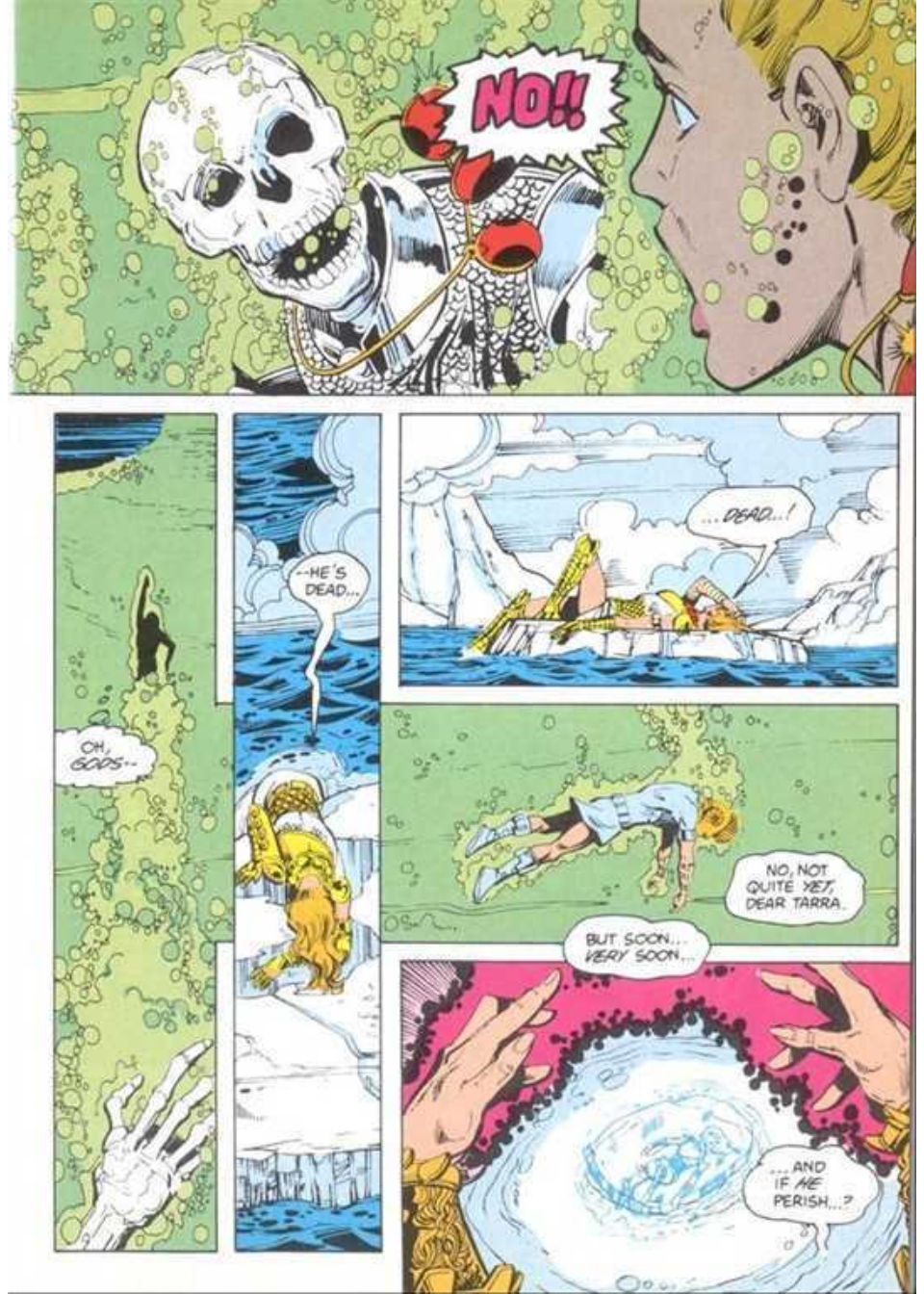
BORN OF THE MYSTIC CHALICE, THE GARGANTUAN SPOT CARRIES THE YOUTHFUL, FATE-TOSSED PAIR HIGH, HIGH INTO THE AIR--
--FAR ABOVE THE ICE-FLECKED, WATER-COVERED SURFACE OF THIS EERIE NEW WORLD THEY HAVE NOT EVEN TIME TO GLIMPSE--
--ONLY TO DROP THEM AGAIN, SOME DISTANCE AWAY:
UGHHH! LANDED AMID-- SOME STRANGE KIND OF SEAWEED-- GETTING ALL TANGLED UP!
WONDER WHAT KIND OF WORLD THIS ONE'LL TURN OUT TO BE--
--IF WE EVER STOP BEING TOSSED AROUND LONG ENOUGH TO TAKE A LOOK AT IT!?
GOOD GIRL, TARRA! FREE ALREADY-- FLOATING TOWARD THE SURFACE--AND ANOTHER GULP OF AIR!
MY ARMOR'S LIGHT-WEIGHT, TOO, SO I'LL JUST--
THEY'RE HOLDING ME--LIKE SOME SORT OF NET!
HUH??

TARRA--!
NO USE! SHE DOESN'T EVEN SEE ME-- PROBABLY THINKS WE FELL LEAGUES APART!
NEED AIR! BUT-- SHOULDN'T TAKE MY KNIFE LONG TO SAW THROUGH--
--GODS! TH-THIS WON'T CUT-- HALF FAST ENOUGH!
THEN-- I'M GOING TO DIE HERE-- ONLY A FEW METERS BELOW THE SURFACE!
NO! I CAN'T-- I WON'T ACCEPT THAT! IF I DIE-- I DIE TRYING!
GOT TO KEEP HACKING AWAY AT THIS STUFF-- EVEN IF--
--EH? TARRA-- IS THAT--?
YYIIIIIIII

AS IF THESE TENTACLES-- AREN'T HOLDING ME TIGHT ENOUGH--
--I SURE DON'T LIKE THE LOOKS OF THOSE THINGS COMING AT--
ARRGH
MY ARMOR-- PROTECTED ME-- JUST BARELY! MAYBE-- CRACKED A RIB OR THREE--
THONK!
--BUT SINCE MY MAIL SHIRT'S-- NOW ABOUT AS MUCH PROTECTION-- AS A SHIELD OF WET PARCHMENT--
--MIGHT AS WELL GET RID OF IT-- AND USE THE EXTRA SPEED I GAIN--
--TO STRIKE AT OLD SNAKY-LEGS-- FASTER THAN HE'D THINK I--
G-GOT HIM! BUT--HIS GRIP-- SO TIGHT!
EVERYTHING-- GOING BLACK--!


IN ITS EXTREME AGONY, THE GIGANTIC OCTOPOD DOES WHAT TORR'S HUMAN MUSCLES AND PURLOINED DAGGER COULD NEVER HAVE DONE IN TIME!
IT RIPS THE RESTRAINING NET OF GATHERED SEAWEED ASUNDER, AS IF THERE BUT A THING MADE OF STRANDS OF ROTTED GRASS...
...AND MOMENTS LATER, OUT OF THE MAD WELTER OF SEAWEED AND SLAUGHTER...
...TWO SEPARATE OBJECTS, BOTH GLEAMING IN THEIR OWN WAYS, GO FLOATING UP...
...BECOMING ENTANGLED BY AN ERRANT FATE AS THEY RISE SLOWLY, INEXORABLY SURFACEWARD.

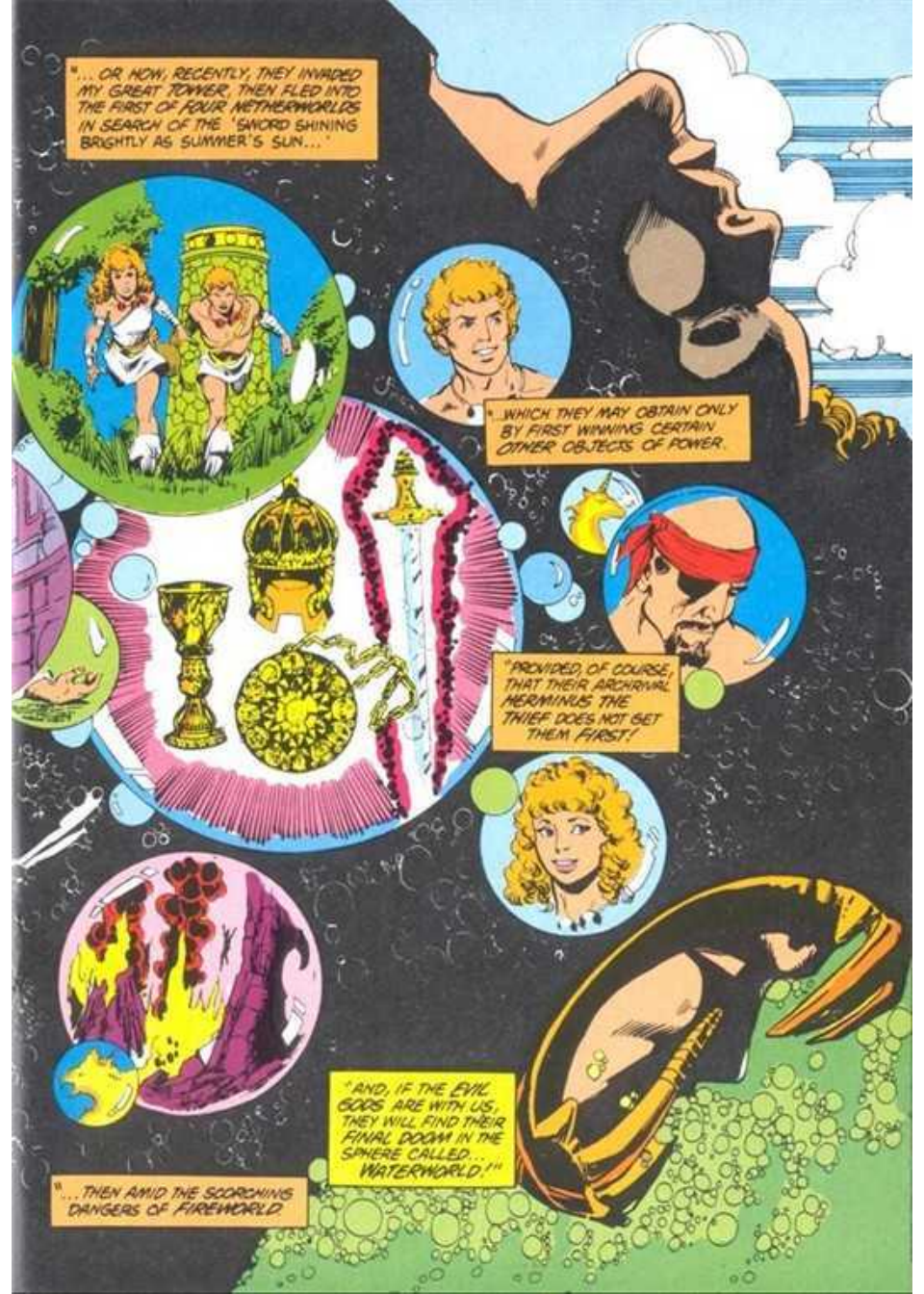

AS, ABOVE, WHERE ICY WINDS BLOW LIKE INVISIBLE MESSENGERS OF DEATH ACROSS A WORLD SEEMINGLY ALL BLUE AND WHITE...
TORR!
WHERE ARE YOU, TORR??
THE ONLY ANSWER IS THE RENDING AND CRACKING OF ICEBERGS, MUFFLED BY DISTANCE AND MIST.
H-HE DIDN'T COME UP! THAT MEANS-- EVEN THOUGH IT'S EVEN COLD ENOUGH UP HERE TO MAKE ICICLES OUT OF A DRAGON'S BREATH--
--I'VE GOT TO GO BACK AFTER HIM!
SO MURKY!! CAN'T--
WAIT! SOMETHING-- ASCENDING FROM BELOW--!
TORR...?


NO!!
OH, GODS--
--HE'S DEAD...
...DEAD...!
NO, NOT QUITE YET, DEAR TARRA.
BUT SOON... VERY SOON...
...AND IF HE PERISH...?

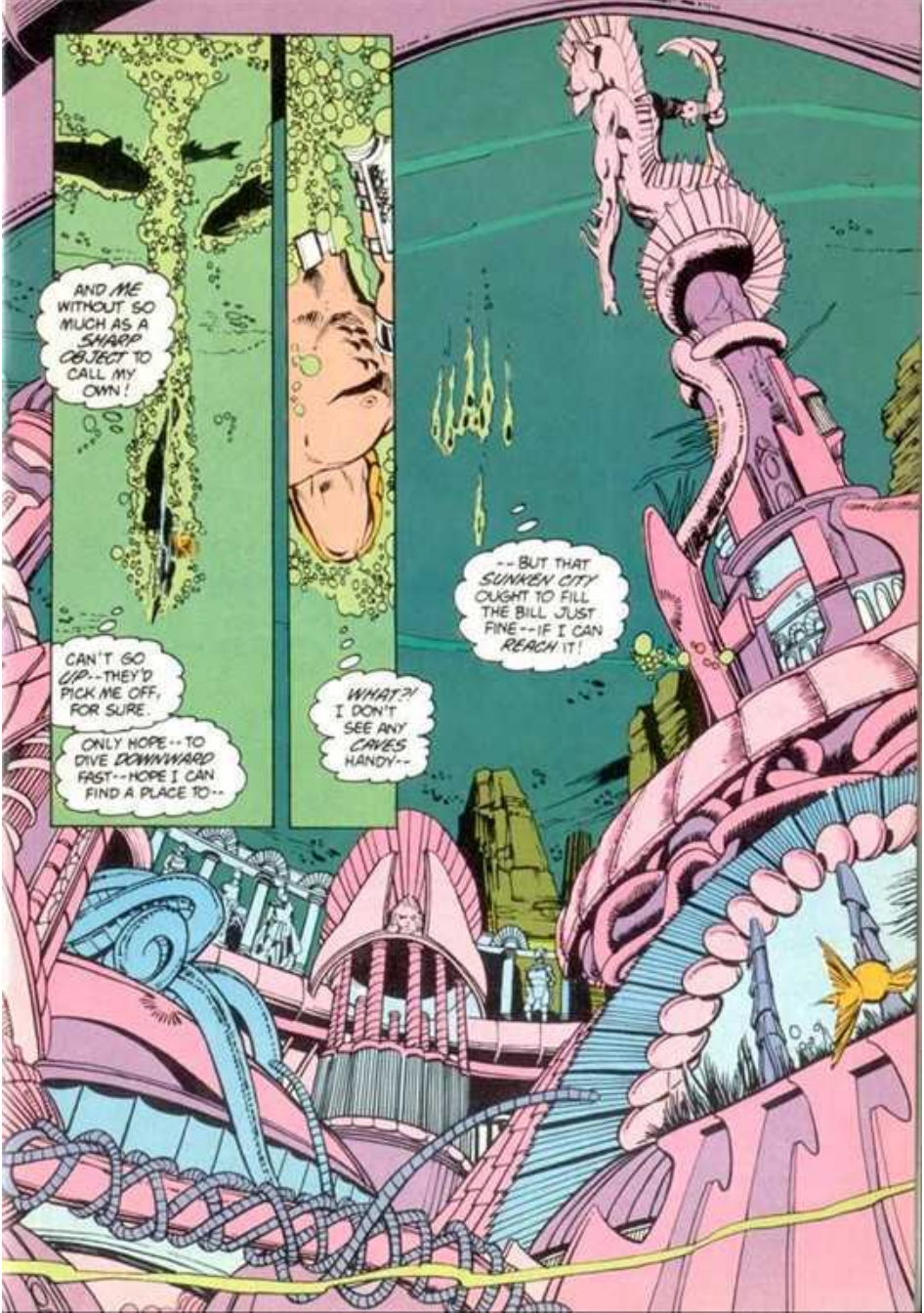
...SHALL HIS GOLD-TRESSED TWIN BE FAR BEHIND?
AH, MY KING! THE CHAMBER OF KOMUJIRO IS HONORED BY YOUR MOST GRACIOUS PRESENCE.
EVEN MY MAGIC CANNOT TOUCH THEM DIRECTLY FROM AFAR, O TYRANNUS.

SEEK NOT TO STALL ME WITH YOUR HONEYED WORDS, WIZARD!
WELL? HAVE YOU DONE AS I COMMANDED?
HAVE YOU FOUND A WAY TO DESTROY THOSE DANGEROUS WHELPS, ERE THEY FIND THE SWORD OF ULTIMATE SORCERY WHICH THEY SEEK?
OR DID I SLAY THEIR NOBLE PARENTS, YEARS AGO, ONLY TO BE OVERTHROWN BY THEM ONE DAY--AS FORETOLD IN YOUR OWN PROPHECY?
FORGETFULNESS!? WILL YOU MAKE THEM FORGET THAT, WHEN FIRST WE LEARNED OF THEM, THEY WERE MERE THIEVES IN THE SHADOW OF MY CASTLE, DARKSPIRE--
MY SPELL CAN MAKE THEM FORGET FAR MORE THAN THAT, SIRE...
BUT I CAN LAY THE HAND OF FORGETFULNESS UPON THEM-- WHILST THEY LIE IN THEIR CURRENT WEAKENED STATE.
--AND NOW, THEY HAVE BECOME YOUTHFUL WARRIORS, INSTEAD?
...EVEN IF THEY MANAGE TO SURVIVE THE ICY TORMENTS AND SMOTHERING WATERS THEY NOW ENDURE.
OBSERVE.

I BUT STIR MINE ENCHANTED CAULDRON WITH THE WAND OF WONDERMENT-- AND EVEN IF THEY LIVE--
THEY'LL FORGET NOT ONLY THEIR SWORDQUEST, BUT ALL THAT HAS TRANSPAIRED IN THEIR YOUNG LIVES, UNTIL THIS MOMENT!...
--THEIR MEMORIES SHALL BE HOPELESSLY SCRAMBLED-- THEIR PASTS AN UNKNOWN VOID TO THEMSELVES.
"OBSERVE, KING TYRANNUS, AS THE MEMORIES ARE WASHED AWAY IN THE WATERS OF OBLIVION:
"FIRST, THEIR TWIN BIRTH-- DAUGHTERS OF YOUR MIGHTIEST WARRIOR AND HIS LADY...
"... AS WELL AS YOUR RAGE, AT LEARNING OF THEIR VERY EXISTENCE, IN FULFILLMENT OF THE PROPHECY.
"THEY'LL FORGET THEY EVER LEARNED HOW YOU HAD THEIR FATHER SLAIN-- OR HOW THEIR MOTHER LEAPED TO HER DEATH, AFTER GIVING YOU OVER SECRETLY TO THE CARE OF A MASTER THIEF AND HIS WIFE...
"THEY'LL NOT REMEMBER THEY COULD CALL UPON THE MYSTERIOUS FIGURES MENTOAR AND MENTARRA FOR ADVICE, AS THEY DID TO GUIDE THEM FIRST THROUGH EARTHWORLD...


"... OR NOW, RECENTLY, THEY INVADED MY GREAT TOWER, THEN FLED INTO THE FIRST OF FOUR NETHERWORLDS IN SEARCH OF THE 'SWORD SHINING BRIGHTLY AS SUMMER'S SUN...'
"...WHICH THEY MAY OBTAIN ONLY BY FIRST WINNING CERTAIN OTHER OBJECTS OF POWER.
"PROVIDED, OF COURSE, THAT THEIR ARCHRIVAL HERMINIUS THE THIEF DOES NOT GET THEM FIRST!
"AND, IF THE EVIL GODS ARE WITH US, THEY WILL FIND THEIR FINAL DOOM IN THE SPHERE CALLED... WATERWORLD!"
"...THEN AMID THE SCORCHING DANGERS OF FIREWORLD

NEXT MOMENT, ABOVE THE WATER, TEARS FADE FROM TARRA'S EYES--AS SHE FORGETS THE VERY ONE FOR WHOM THEY WERE SHED--
--WHILE, BENEATH THE DECEPTIVELY PLACID SURFACE:
UHHHN... WHERE...?
THANK THE GODS--I'M ALIVE! THANKS TO THIS MASK, I'M STILL BREATHING! I--
HUH? WHAT'S THAT SUDDEN CHARGING IN THE WATER--?
SOMETHING...
YEEEOWW! SOME KIND OF GIANT SHARKLIKE FISH! IT--
NO! THERE ARE SEVERAL OF THEM--
--AND IT LOOKS LIKE THEY'VE ALL DECIDED I'M THE MAIN PART OF A ONE-COURSE MEAL!


AND ME WITHOUT SO MUCH AS A SHARP OBJECT TO CALL MY OWN!
CAN'T GO UP--THEY'D PICK ME OFF, FOR SURE.
ONLY HOPE--TO DIVE DOWNWARD FAST--HOPE I CAN FIND A PLACE TO--
WHAT?! I DON'T SEE ANY CAVES HANDY--
--BUT THAT SUNKEN CITY OUGHT TO FILL THE BILL JUST FINE--IF I CAN REACH IT!

I DID IT! EITHER I'M THE GREATEST SWIMMER ANYBODY'S EVER SEEN-- OR AT LEAST THE LUCKIEST--
--OR ELSE-- WAIT A SECOND!
JUST NOTICED--THOSE THINGS SEEM TO BE HOLDING BACK A BIT--
--AS IF THEY WEREN'T CHASING ME SO MUCH-- AS HERDING ME!
NOT THAT I DARE STICK AROUND TO FIND OUT WHICH.
ANYWAY, MAYBE THEY WON'T FOLLOW ME--
--IN HERE!
HMMM... SOME KIND OF VAST HALL-- AND THE WHOLE PLACE SEEMS MADE OF LIVING, GLOWING CORAL.
PLENTY OF FISH AROUND--BUT AT LEAST NONE BIGGER THAN I AM.
THAT'S NICE. NOW MAYBE, AT LAST, I CAN--

--RELAX.
WELL, SO MUCH FOR THAT LINE OF THOUGHT!
THOSE CROSSED SWORDS-- THEY MAY BE MY ONLY CHANCE!
NO GOOD! THEY WON'T COME LOOSE!
NOW WHAT?
THAT GIANT PEARL, OR WHATEVER IT IS-- INSIDE THAT BIG CLAM--
--MAYBE I CAN HURL IT DOWN THE THROAT OF ONE OF THOSE SHARKS--
--THEN GET AWAY WHILE IT'S CHOKING!
NOT LIKELY, I KNOW--BUT OTHERWISE, THIS IS THE END OF THE ROAD!

BY THE GODS! THEY'VE STOPPED SHORT!
IT'S THE PEARL! IT MUST BE!
NOT MERELY THE ORB, MY HANDSOME YOUNG FRIEND.. ONLY PARTLY.
HUH??
SHADES OF THE SPIRIT WORLD!
A GIRL--A GREEN-HAIRED GIRL--INSIDE THAT GIANT CLAM I TOOK THE ORB FROM!
AND--SHE'S BEAUTIFUL!
WHY, THANK YOU, SIR.
MY NAME IS AQUANA.
WHAT IS YOURS?

BUT--I SEE YOU DO NOT KNOW YOUR NAME. HOW STRANGE!
MY ORB, IF YOU PLEASE?
WHAT DO YOU MEAN, I DON'T--HEY, YOU'RE RIGHT!
I DON'T REMEMBER IT--
--OR MUCH OF ANYTHING ELSE!
WHAT'S MORE--I SEEM TO BE TALKING! BUT HOW, DOWN HERE--?
NOT TALKING. THINKING.
TELEPATHY IS MUCH MORE USEFUL UNDERWATER THAN SPEECH.
THAT STILL DOESN'T TELL ME WHO I AM.
I SHALL CALL YOU AQUON.
IS THAT NOT A FINE NAME?
EXQUISITE! BUT WHAT MAKES YOU THINK IT'S MINE?
WHAT MAKES YOU BELIEVE IT IS NOT?
YOU AWAKENED ME FROM THE PRISON IN WHICH KONJURO PLACED ME, EONS AGO.
KONJURO?! THAT NAME--HAS A FAMILIAR RING, SOMEHOW.
A MOST EVIL WIZARD OF THE OUTWORLDS--WHO LAID WASTE MY KINGDOM WITH HIS MAGIC, IN THOSE DAYS WHEN I RULED AQUALANIA.
WE WILL BE ABLE TO FIGHT HIM, IF STILL HE LIVES, ONCE WE FIND THE CROWN OF LIFE--

--IN ITS PROPER PLACE!
BUT-- THAT'S A SCEPTER, NOT A CROWN!
FIRST THINGS MUST COME FIRST, AQUON.
YOU KEEP CALLING ME THAT, BUT-- WHAT?
S-SOMETHING'S HAPPENING TO ME--AS I GRASP IT!
IT'S THOSE SHARKS! I CAN UNDERSTAND THEIR THOUGHTS NOW-- AND THEY, MINE!
OF COURSE THEY RESPECT THE ORB AS A SYMBOL OF MY POWER...
...BUT THE SCEPTER ENABLES THE HOLDER TO CONTROL THEM.
THIS IS ALL-- SO WEIRD! IF ONLY I KNEW--
M-MY HELMET--!
YOU NEED IT NO LONGER... MY PRINCE.
YOU'RE RIGHT! I DON'T!
JUST AS ALL I NEED, TO SHARE MY NEWLY-REGAINED THRONE...
...IS YOU!

ABOVE, A SECOND YOUTHFUL FIGURE WAKES, TREMBLING WITH COLD.
SHE KNOWS NOT HER NAME, OR HOW SHE CAME TO BE HERE.
BUT, FOR THE MOMENT, THAT MATTERS LITTLE...
...AS SHE SUDDENLY FEELS THE VERY SEA BUCKLE AND ROIL BENEATH HER...
WHAT--?
...THEN COME ALIVE, A THOUSAND TONS OF ERUPTING, SENTIENT MASS!
WHROOSH!
UNNNHH--!

YET, EVEN AS SHE FLOUNDERS AMID THE ICY BRINE, THE BEHEMOTH-- AND MORE OF ITS HUGE KIND-- PASS HER BY AS IF SHE WERE NO MORE THAN A PIECE OF INSIGNIFICANT FLOTSAM.
--SOMETHING THEY HAVE REASON TO FEAR.
THEY ARE FLEEING SOMETHING-- SOMETHING THEY FEAR--
GODS OF MY FATHERS-

--IT'S A SHIP-- A HUGE SHIP, GREATER THAN ANY I'VE EVER SEEN!
A SHIP CARVED ENTIRELY OF ICE!

JUST THEN, A STAGGERING SHAPE LOOMS, AND SHE WHO WAS TARRA SEIZES BOTH MOMENT AND MONSTER--
THEY'LL NEVER SEE ME--HEAR ME--UNLESS--
--HOLDING FAST FOR DEAREST LIFE ITSELF.
IF--IF ONLY SOMEONE ON BOARD--SEES ME--!
PERHAPS THEY SEE HER; PERHAPS NOT.
BUT THEY DO SEE...
...THE BEHEMOTH!
GRONK!
SPLESH!

WHERE--?
OR MAYBE I SHOULD SAY WHO-- OR EVEN WHAT?!
OUT OF THE POLAR SEA A PRETTY FISH HAULED WE, EH, WORT?
AYE, SKABB... BUT METHINKS WE'LL NOT THROW HER BACK.
NO, HER KEEP WE. HERE COME, LITTLE WENCHIE!
LISTEN, YOU APES IN SHIP'S CLOTHING--
KRAK
KEEP AWAY FROM ME-

--OR I'LL DEAL HARSHLY WITH YOU BOTH!
LOOKS TO ME LIKE YOU ALREADY HAVE, LASS.
BONK!
OOOOF--!
AND WHO MIGHT YOU BE, OLD CROW IN THE NEST?
SWOOP DOWN HERE, AND I'LL SLICE OFF YOUR BEAK!
WHY, DON'T YOU KNOW ME IN MY PIRATE GEAR, GIRL?
HERMINUS?! IT'S NOT A NAME I KNOW, FELLOW-- BUT THEN, WHY SHOULD I--
--WHEN I KNOW NOT MY OWN?
EH? YOU DON'T KNOW--?
HOLD IT THERE! I'LL BE RIGHT DOWN!
HERMINUS IS USED TO MAKING A FAR STRONGER IMPRESSION ON FOLKS THAN THAT.*
* IN OUR FIRST TWO GAMES! ISSUES.
YOU'D BEST HURRY, HERMINUS--
SO!
--OR YOU'LL HAVE TO BECOME SHARK'S MEAT YOURSELF IF YOU WANT TO JAW WITH HER!
AYE! DOWN WORT AND SKABB, WILL SHE?

OVER THE SIDE WITH--HUH?
IT'S SOME OF YOU SCUM WHO'LL BE TICKLING THE SHARKS' BELLIES FROM THE INSIDE, IF YOU DON'T WATCH YOUR TREAD--
--AND REMEMBER THAT IT'S CAP'N FROST WHO GIVES THE ORDERS ON BOARD THE PIRATE SHIP ICE QUEEN!
I WARN YOU, CAP'N-- THE MEN HAD A GOOD IDEA TO MAKE THIS ONE WALK A SHORT PLANK.
I'VE HAD TRUCK WITH HER BEFORE! SHE'S TROUBLE, SHE IS, AND--
A BIT MORE QUIET NOW, EH? THAT'S MORE LIKE IT!
SILENCE, KNAVE!
JUST BECAUSE WE FISHED YOU OUT OF THE DRINK NOT LONG BEFORE HER, DON'T SEEK TO PUT ON AIRS!
WE COULD TOSS YOU BACK AGAIN, JUST FOR YOUR INSOLENCE.

NOW, WHO ARE YOU, GIRL? DO YOU CLAIM TO COME FROM A WORLD OF FIRE, AS HERMINUS DOES?
I--I DO NOT KNOW WHERE I CAME FROM--OR WHO I AM, I FEAR.
HMMM... A LASS WITH NEITHER HOME NOR NAME, AND HANDY WITH A BLADE, TO BOOT!
WELL, SINCE YOU'VE NO NAME OF YOUR OWN, I'LL GIVE YOU ONE.
HOW LIKE YOU--DAWN-HAIR?
I...LIKE IT MUCH, CAPTAIN...
...SINCE YOU GAVE IT TO ME.
LATER...
I GUESS STRANGER THINGS HAVE HAPPENED, LASS, THAN PEOPLE WHO DROP FROM THE SKY... OR RIDE THE BACKS OF THE SNOW-WHALES.
'TIS SAID, AFTER ALL, THIS AGE OF ICE WAS THRUST UPON OUR WORLD BY A WIZARD NAMED AGMURAD.
THOSE ABOVE AND BELOW THE WAVES WERE ONE PEOPLE THEN... BUT NOW THEY DO NOT EVEN SPEAK THE SAME TONGUE.
NOW, SLOWLY, THE ICE IS BREAKING UP, BUT--WELL, NOW!
YOU WEAR THAT GEAR LIKE A CORSAIR BORN, DAWN-HAIR.
MY THANKS, CAPTAIN.

I WISH I KNEW IF I WERE OF THIS WORLD, EITHER OF YOUR KIND, OR OF THOSE YOU CALL THE... UH...
THE AQUALANIANS. BUT YOU'RE NOT ONE OF THAT SCATTERED, BARBAROUS, WATER-BREATHING RACE.
I GUESS NOT... YET WHY DO YOU KILL THE SNOW-WHALES, AND STRIP THEIR BONES BARE?
BECAUSE THEY WOULD SERVE THE AQUALANIANS, IF EVER THEY UNITED AGAINST US...
...AND I AM DETERMINED IT BE AN AIR-BREATHER... MYSELF.: WHO'LL RULE THIS WATERY WORLD.
ALL WILL OBEY ME, WHEN I'VE FOUND THE ELUSIVE CROWN OF LIFE I SEEK, DAWN-HAIR.
AND WHEN I DO, WHOEVER YOU MAY TRULY BE...
...I MAY JUST FIND MYSELF IN NEED OF A QUEEN WITH HAIR LIKE THE RISING SUN.
CURSE CAP'N FROST!
YET, WITHOUT HIS SHIP, I'D HAVE FROZEN EVEN BEFORE I DROWNED.
HOW CAN I FIND THE SWORD OF ULTIMATE SORCERY UPON THIS MAD, LANDLESS WORLD--
-- WHEN SHE WHO MIGHT LEAD ME TO IT KNOWS NOT HER VERY NAME?
AND WHERE'S HER CHURLISH BROTHER, I WONDER?!
AS HERMINUS MUSES THE BONES OF THE SLAUGHTERED SNOW-WHALE ARE CAST OVER THE SHIP'S SIDE...
...TO GLEAM PHOSPHORESCENTLY AMID DARKLING DEPTHS.

AND SOON, BACK IN A SUB-SEA CASTLE OF CORAL AND SHELL...
YOU LOOK LOVELY!
WITH MY MEMORY GONE, I'M NOT CERTAIN, AQUANA... BUT ISN'T THAT THE TYPE OF THING A MAN USUALLY SAYS TO A WOMAN..
..ESPECIALLY TO ONE LIKE YOU?
WHAT MATTERS IS WHICH OF US IS--
WHAT'S WRONG??
THE SNOW-WHALES! DON'T YOU HEAR THEIR CRY?
I HEAR-- SOMETHING. SOMETHING PIERCING-- YET SAD--!
THAT IS THE DEATH-SONG OF THE SNOW-WHALES-- THE OLDEST ALLIED RACE OF AQUALANIA.
ONE OF THEIR NUMBER HAS BEEN BASELY SLAIN-- BY MEN WHO SAIL THE SEAS ABOVE!
COME! KONJURO FORETOLD A WAR 'TWIXT AIR-BREATHER AND OUR PEOPLE, THE DAY HE RAISED A MAGICAL WALL OF ICE BETWEEN US--
--AND IF HIS PROPHECY IS COMING TRUE-- 'TWILL BE A WAR THAT WILL LEAVE NO ONE LIVING ABOVE THE ALL-CONQUERING WAVES!

NIGHT STILL LIES LIKE A HEAVY SHROUD UPON A WORLD DIVIDED AGAINST ITSELF...
CAPTAIN...?
NO, HE'S STILL ASLEEP. EXHAUSTED FROM THE DAY'S LABORS, AND HIS CROWN-QUEST.
YET, I HEARD... SOMETHING.
BEST HAVE A LOOK...!
HERMINUS!?
YOU!
UNNNH
DAWN-HAIR? I WAS... DREAMING. YOU WERE PULLED, WRESTED FROM MY ARMS... BY A SKELETAL FIGURE THAT...
DAWN-HAIR? WHERE--?
NO!

CAPTAIN FROST--YOU'RE TEARING THOSE POOR, DUMB ANIMALS TO PIECES!
MUST YOU LASH OUT SO BLOODILY AGAINST--?
KEEP A CIVIL TONGUE IN YOUR HEAD, GIRL! I'M CAP'N ABOARD THIS VESSEL.
I LOVE NOT KILLING FOR ITS OWN SAKE, BUT THIS IS WAR WITH A FOE UNSEEN, AND I'LL--
SUDDENLY--
HSSSSSSS
YAAAA
THERE'S YOUR ANSWER, BOYS!
A SPOUT OF BOILING-HOT WATER--SHOOTING RIGHT THROUGH THE HULL!
BUT WHAT IN ALL THE SEAS COULD HAVE--?
MAY THE GODS TAKE PITY 'PON US!
NO! IT--IT CANNOT BE!
I'VE HEARD OF SUCH A THING--IN TIME-LOST LEGENDS--BUT I NE'ER DREAMED--!

HRARRRRR
'TIS THE SERPENT UNSPEAKABLE!
YET, FEARSOME THOUGH THE SEA-SNAKE BE, THE NEXT MOMENT ALL EYES ARE FASTENED NOT UPON THE SKY-REACHING REPTILE ITSELF--

--BUT UPON THE LITHE AND LOVELY FORM POISED DRAMATICALLY UPON ITS GIGANTIC HEAD:
PIRATES! LEAVE OFF YOUR MAD QUEST FOR THE CROWN OF LIFE, WHICH IS MINE BY RIGHTS--
--OR ELSE KNOW THAT AQUANA HAS RETURNED AT LAST, TO DESTROY YOU ALL!
AQUANA?! IF YOU BE THAT FAIRY-TALE QUEEN, BEST SURRENDER YOURSELF--AND BRING YOUR WORM TO HEEL WITH YOU!
I'LL BRING YOU NAUGHT BUT--THIS!
HSSSSS
ONCE MORE, IT'S NOT FLAME WHICH SPOUTS FROM THE DRAGON'S MAW, BUT VOLCANICALLY-HOT LIQUID--
YET A MAN MAY BE SCALDED TO DEATH AS EAGILY AS MERELY BURNED!
AAAAAA
A BIT MORE OF THAT--AND WE'LL HAVE NEITHER MEN NOR SHIP LEFT!
THE SILVERY SKATES! WHERE--?
I--I LEFT THEM IN THE CABIN.
THEN DO WHAT YOU CAN HERE, WHILE I FETCH THEM!
IT'S FOLLY FOR THE CAPTAIN TO WASTE HIS LIFE IN VAIN ASSAULT AGAINST MAID AND MONSTER--
--WHEN THERE'S ONE ABOARD WHO OWES HER VERY LIFE TO HIM!
GODS! SHE'S A BRAVE ONE--FOR ALL THAT SHE'S A FOOL!

MAYBE I AM A FIRST-CLASS FOOL AT THAT--WHOEVER I AM!
I DIDN'T EVEN KNOW IF I COULD STAND UP ON THESE THINGS OR NOT--
--AND NOW I'M A TARGET FOR THOSE SPIKE-HEADED SHARKS!
BUT--THESE SKATES! THEY MUST WORK BY PURE MAGIC!
RACING ALONG ON THEM IS AS EASY AS RUNNING! EVEN MANAGED TO DODGE THAT SHARK AS I LEAPED FROM FLOE TO FLOE.
DON'T KNOW IF THE MAGIC WILL LAST, THOUGH--
--SO I'D BETTER SEE IF I CAN CIRCLE AROUND BEHIND THAT GIRL AND HER SERPENT, BEFORE THEY--
YOU!
UH-OH! SOMEONE ATOP THAT WHALE--AND HE'S SPOTTED ME!
STAY RIGHT THERE--AND PUT DOWN YOUR SWORD!
I KNOW JUST WHERE I'LL PUT IT--IF YOU COME DOWN HERE!
AYE, THAT I SHALL! BEFORE YOU DARE ATTACK EITHER QUEEN OR SERPENT--
--YOU FIRST MUST DEAL WITH AQUON!

AS, ABOVE THE GLEAMING DECKS NEARBY...
STRIKE, SERPENT-- STRIKE!
LET THE SCUM LEARN THE PEOPLE OF THE DEEP WILL NOT STAND IDLY BY WHILE THE CROWN OF LIFE IS PLUNDERED BY PIRATES!
--NEVER COME WITHIN REACH OF A DESPERATE FOE!
WHROOM!
THERE ARE THINGS YOU, AS WELL, MUST LEARN, WOMAN -- AND ONE OF THEM IS--
AQUANA!
GRIEVE NOT FOR HER! SHE'S RIGHTLY SERVED--FOR ATTACKING THE ICE QUEEN--

THE PIRATE SHIP-- BEARING DOWN UPON HER--!
SERPENT! SAVE YOUR MISTRESS!
PERHAPS THE GREAT DRAGON UNDERSTANDS.
MORE LIKELY, NOT.
YET, NEXT MOMENT, ITS VAST BULK SLAMS INTO THE CORSAIR CRAFT--
--WITH DEVASTATING RESULTS!
THWAM
ARRRGH--!
THWUMP!
CAPTAIN FROST!
HE'S HURT-- AYE, HURT BAD!
AND HERE COMES THE MEAT-SPEWING HELLSPAWN!

AYE, THE SERPENT OBEYS ME NOW, THROUGH AQUANA'S SCEPTER.
I COULD HAVE IT ATTACK YOU ANEW-- BUT SOMETHING STAYS MY HAND.
MY LADY AQUANA DESIRES THE CROWN OF LIFE HIDDEN NEARBY-- AS DOES YOUR LEADER-- BUT I SAY THERE HAS BEEN ENOUGH OF KILLING.
LET US CEASE THIS STRUGGLE-- AND SLAY NO MORE!
WELL SAID, BOY.
YET IT'S NOT FOR THE LIKES OF US TO DECIDE, IS IT?
THUS, SINCE AQUANA CANNOT SPEAK FOR HERSELF, JUST NOW...
...NOR CAN CAPTAIN FROST...
...IT'S LEFT UP TO THE CHURLISH CREWMEN:
I CARE NAUGHT FOR THAT CROWN. LET'S DO AS THE YOUTH SAYS!
YES, LET'S GO-- WHILE I'VE STILL ONE GOOD EYE.
'TIS AGREED, THEN! WE'LL--
HOLD, MY STURDY LADS!
HEAR NOW THE WORDS OF HERMINUS!
I SAY-- LET THOSE TWO WHELPS DEAL UPON THE ICE, WITH SWORDS ALONE, AT NO RISK TO US--
--WINNER TAKE ALL!

IF THE LASS WINS, WE GET CROWN AND SCEPTER AND LORDSHIP EVEN OVER THE SERPENT--WHILE IF THE LAD, HE WINS THE ICE QUEEN HERSELF!
WHAT SAY YOU? YOU'VE SEEN THE LASS FIGHT!
AYE! LET THEM FIGHT!
AND EITHER WAY--HERMINUS SHALL COME OUT ON TOP!
THEN I, TOO... AGREE.
I'VE... LITTLE CHOICE.
BESIDES, A PIRATE'S A PIRATE... FEMALE OR NO!
I REJOICE YOU SAID THAT--FOR THERE'LL BE NO MORE QUARTER ASKED THAN GIVEN.
WHILE I FIGHT FOR AQUANA'S LIFE AND KINGDOM--NOT FOR MYSELF ALONE!
THUS, WHILE A RECOVERED CAPT'N FROST WATCHES, KNOWING HIS CREW WILL MUTINY IF HE OPPOSE THEM NOW...
...AND A HALF-DAZED AQUANA STAKES HER ALL UPON HER NEWFOUND LOVE'S SUPERIORITY TO A MERE GIRL...
...AND HERMINUS STUFFS RETRIEVED SKATES INTO HIS AMPLE THIEF BAG...
...TWO SWORDS ARE RAISED AGAINST THE COLD NIGHT SKY:
LET THE BATTLE BEGIN!

DO THEY SUSPECT, THESE TWO ANTAGONISTS UPON THE SLIPPERY ICE?
AS THEY CROSS SWORDS -- AS EVENLY MATCHED AS ONLY TWINS WITH INTRICATELY ENTWINED DESTINIES CAN --
KLANG!
--DOES SOME SMALL PART OF THE MIND OF EACH RECOGNIZE THE OTHER?
STRANGELY, IT IS TARRA NOW WHO HAS BECOME THE MORE AGGRESSIVE, THE MORE IMPETUOUS -- TORR LESS SO THAN BEFORE...
WANG!
...THOUGH HE'S NO MAN TO BE COUNTED OUT IN A FIGHT WHICH MAY WELL BE TO THE DEATH.
AT LAST, AFTER WHAT SEEMS AN ETERNITY OF KLANGING, ECHOING SWORD-CLASHINGS--
KLANK!
I ADMIT IT-- YOU ARE LESS THE FOP THAN YOU APPEAR!
WHILE YOU HAVE CONSIDERABLE SKILL -- FOR A GIRL!

HOLD! BEFORE WE CONTINUE, AND ONE OF US MUST DIE--
--LET US TAKE A MOMENT TO ASK OUR DEITIES FOR GUIDANCE.
YES, I-- THE SAME STIRRINGS I FEEL WITHIN MYSELF.
I'LL NOT STRIKE YOU WHILE YOU PRAY.
YET, EVEN AS FURROWED BROWS ARE KNIT FOR AN INSTANT'S CONCENTRATION--
WHAT SORCERY IS THIS, GIRL? SPECTRAL FIGURES-- APPEARING OUT OF NOWHERE?!
THEY'RE NO DOING OF MINE, BOY. I KNOW THEM NOT.
AND YET, SOMEHOW-- I DO!
WE ARE THOSE WHO CAME TO YOU FIRST IN EARTHWORLD, THEN ON FIREWORLD.
AND NOW WE ARE COME AGAIN-- BECAUSE, IN THE DARK RECESSES OF YOUR MINDS, YOU CALLED UPON US.
W-WE DID!?
AYE. BUT THIS TIME, LOOK NOT FOR MENTORR AND MENTARRA TO GUIDE YOU... FOR YOU MUST BE YOUR OWN GUIDES.
MERELY LOOK AT THE ONE YOU WOULD SEEK TO SLAY AND YOU SHALL SEE YOURSELF!
EH? WHAT DO YOU--?
WE CAN SPEAK NO MORE; THE REST IS UP TO YOU.
REMEMBER-- LOOK TO YOURSELVES!

THEN, EVEN AS UNDERSEA QUEEN AND ICE CORSAIR LOOK DEEP INTO EACH OTHERS' EYES--
--AND EACH REALIZES THAT HALF A WORLD IS BETTER FAR THAN NONE--
--AND, INDEED, MAY EVEN BE BETTER THAN A WHOLE WORLD, RULED ALONE--
NOW AT LAST WE HAVE THEM IN A COSMIC CORNER--FOR THEY HAVE NOWHERE ELSE TO FLEE.
GOOD! THEN MAKE READY A SPELL, KONJURO!
THREE WORLDS DOWN, O TYRANNUS... AND BUT ONE TO GO.
--THE SWORD IS GONE ONCE MORE!
TARRA--HOLD ON!
I AM!
--WITH EERIE RESULTS:
WH--? CAUGHT--IN THE UPDRAFT! I'M--
BLAST! COULDN'T REACH THOSE BRATS IN TIME TO--
THIS TIME, SUMMONING ALL THEIR ENERGIES GAINED AS MOMENTARY TWIN MONARCHS OF WATERWORLD, TORR AND TARRA HAVE MANAGED TO GRASP ITS GLISTENING POMMEL--
WE ARE GOING PERSONALLY, YOU AND I--
--TO THE PLACE CALLED AIRWORLD!

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